

# 100 Ideas for Using TurningPoint® Student Response

1. Save a tree ride a response system: TurningPoint offers educators a **paperless grading** system!
2. TurningPoint can be used within **Study Island** for universal screening and **progress monitoring**.
3. **Google** for PowerPoint Presentations, and have instant content.
4. Have the **students vote** on places to go in **Google Earth**.
5. **Anonymity** for shy students.
6. TurningPoint allows for **ALL students** to **answer ALL questions ALL the time**.
7. Administrators can **poll the entire staff** for **data driven decisions**.
8. Download the free **Microsoft Equation Editor** to add difficult to type math/science symbols to presentations.
9. Conduct **mock elections**.
10. Play "**Who Wants to be a Millionaire**" and actually poll the audience!
11. Use TurningPoint Anywhere to float over **online games** such as Fox's "Are you Smarter than a Fifth Grader" or [www.Funtrivia.com](http://www.Funtrivia.com)
12. Engage the **digital natives** by enhancing lessons with technology.
13. Pre and post testing to have instant results and efficiently provide **differentiated instruction**.
14. Insert a discussion slide after a TurningPoint question and encourage **peer review** and instruction.
15. Include both **pictures and words** as answer choices which encourages pre-readers and ESOL students to become Readers and English students.
16. Use **Image Slide** feature to quiz students on images from a science experiment with no text.
17. Frequent use of SRS can **reduce test anxiety**.
18. Insert a blank slide after a TurningPoint question slide and place **feedback text** on the slide.
19. **Track the success** of programs, products, initiatives etc. using clickers to **gather data** on the control and test group.
20. Set up a **shared network folder** to share TurningPoint interactive presentations.
21. Allow students to create **interactive presentations** to present a book report, science project, or teach a concept.
22. Manage your kit's Device IDs by adding a **jump drive** with an Excel spreadsheet of the Device IDs.
23. **Assess the LoTi** (Levels of Technology Integration) level of your entire staff at once.
24. Use Velcro to keep clickers on desks. Using a seating chart, **Velcro** clickers according to the chart.
25. Response systems can **motivate students** and involve them in their **individualized assessment** process.



26. To involve parents and community groups, **conduct satisfaction surveys**.
27. Add **NCLB subcategories** as groups to your participant lists and track each group's **achievement** levels.
28. Allow the students to choose verbs and nouns to **create a sentence**. Create a story from the sentence.
29. Use for all three tiers of **RTI** as both an **identification** and **progress monitoring tool**.
30. ResponseCard Anywhere receivers are ideal for **Reading and Math Coaches** who move throughout the school. They do not require a computer or projector.
31. Involve **homebound students** in classroom polling using web-based **ResponseWare**.
32. TurningPoint is ideal to implement Stiggins' concept of "**Assessment FOR Learning**."
33. Increase **student achievement** by consistent **review of student data**.
34. Conduct an **interactive Jeopardy** game.
35. Review **state released test questions** using the TurningPoint Anywhere showbar.
36. Use TurningPoint **conditional branching** to create a presentation that dynamically displays content based on **student performance**.
37. Create educational games using **Team** and **Participant Leader Boards** functions.
38. Conduct **research experiments** and instantly view stats such as **mean**, **median**, **standard deviation** and **variance**.
39. Use any **existing material** and verbal questioning using TurningPoint Anywhere.
40. Enhance sentence and practice **sentence structure** by voting on nouns, adjectives, verbs, etc.
41. Play **20 Questions** or "**Who's Line Is It Anyway**" using TurningPoint clickers.
42. Use the TurningPoint **word scramble** feature for **vocabulary** words and review **definitions**.
43. Use the TurningPoint **comparative** slides feature to **prompt discussions**.
44. For long **math problems** or **reading** questions, place a question on a regular PowerPoint slide prior to the TurningPoint question slide as a "think slide."
45. Create "**Tag Team**" questions by constructing a **lower Blooms question** followed by a **higher Blooms question**.
46. Use the clickers at **Back to School** night to help find volunteers or seek parent opinions.
47. Promote ongoing **team competitions** and post the team leader board once a week.
48. Use "**Moment to Moment**" slides to monitor for understanding.
49. Conduct **test reviews** and print individual student reports as review sheets.
50. Create **Math Mad Minutes** by adding one problem to each slide with a timer.



51. Set priorities for group or class projects with the **Ranking Wizard**.
52. Conduct a **whole school poll** during assemblies by using all the clickers with one receiver.
53. TurningPoint is ideal for end of class or topic **checks for understanding**.
54. Use TurningPoint during **school board meetings** as a voting tool.
55. Use an existing PowerPoint presentation and allow students to add their own questions relevant to their **learning needs**.
56. Have teams of students create question slides. Combine all question slides for a **team competition**.
57. Use TurningPoint to conduct **student council voting**.
58. Capture images with a **document camera** and use them to create image slides.
59. Use TurningPoint for whole school and community voting at a **science fair**.
60. Use the TurningPoint Anywhere toolbar with **interactive whiteboards**.
61. Use **fill-in-the-blank questions** with the XR ResponseCards to have students submit terms that are unclear.
62. Embed the RWPoll link for assessment inside **learning management systems** such as Moodle, Blackboard, WebCT.
63. Read a current event and use TurningPoint Anywhere to **question validity and bias**.
64. Use Priority Ranking to **sequence events**.
65. At story time **pre-school teachers** can allow students to vote on which story to read aloud.
66. Use TurningPoint Anywhere to practice "**agile teaching**" by inserting questions even during an active presentation.
67. Practice **Peer Instruction** - Ask a question. Allow for peer discussion. Then re-ask the same question. Display results using the TurningPoint Comparative Slide function.
68. Conduct a "**Question Lesson**". Teach a class using only TurningPoint question slides which will drive the discussion/instruction.
69. For **music instruction**, have students identify musicians, instruments, etc using music clips and placing them on the TurningPoint question slide.
70. For **foreign language assessments**, record questions/answers in a different language using a free tool such as Audacity and include the recordings in the TurningPoint presentation.
71. For **philosophical discussions**, poll the students, allow for discussion, and then repeat poll.
72. Use TurningPoint Anywhere as an assessment tool with the **online curriculum**.
73. Have students create a story with **multiple endings**. Allow their peers to vote on their favorite ending.
74. Use the **Attendance Reporting** function in TurningPoint as a backup system.
75. Track students performance on **state standards** by attaching standards to presentation questions and running reports basis standards.



76. Add students' **reading levels** as a groups and track improvement.
77. Merge several small daily TurningPoint quizzes. Use this combined file to create a **weekly grade**.
78. Create a review game with **negative and positive points** to discourages guessing.
79. Use the pre-designed ice-breaker slides as **classroom warm-ups**.
80. Create a list of mixed **correct** and **incorrect** sentences. Allow the students to vote on which are correct and which are incorrect.
81. Create a **bilingual assessment** by creating a TurningPoint question slide in English followed by the exact question slide in a foreign language.
82. Use a **Fastest Responder** slide to reward the student who answers the question correctly the fastest.
83. Create an **interactive play**. Offer the audience several endings and allow them to vote on the one they would like to see performed.
84. Evaluate **professional development** effectiveness with immediately surveys following the in-service.
85. Create answer choice images and save them to your **interactive whiteboard gallery**. Easily add them on a flip chart and use them with TurningPoint Anywhere.
86. When **assessing FOR learning**, offer "I do not know" as a standard answer choice. This will prevent student from guessing and provides a more **accurate assessment result**.
87. Meet the requirements of teaching **online safety**. Poll all students after the lesson to confirm understanding.
88. Use for **background knowledge probes** to survey knowledge, opinions, or attitudes towards a topic.
89. On the first school day have students participate in creating **class rules** by voting. (Some rules will be set by the teacher and not be part of the voting process. This affirms the seriousness of these rules.)
90. **Debate** teams and **Quiz Bowl** teams can use the clickers for practice rounds.
91. TurningPoint Anywhere can be used to do **daily reading checks**.
92. TurningPoint is an effective tool for **SAT prep courses** by allowing the teacher to provide daily test practice and feedback.
93. **Assessment for mastery** can be practiced using the re-poll feature.
94. Enhance professional development using interactive polling to **consistently check understanding**.
95. Partner with a teacher who also has TurningPoint and **conduct class competitions**.
96. Daily TurningPoint use increased **student engagement** and has also proven to increase attendance.
97. Use ResponseCard XR with self paced assessment which **collect** and **grade homework**.
98. Include the use of TurningPoint ResponseCards when writing a grant as the method to **collect data**.
99. Create a year-end **student survey** and use the results to reflect on the effectiveness of **teaching methods**.
100. Become a **TurningPoint mentor**. Help other teachers learn to use TurningPoint!